

Video Game Design Challenge

You've played video games, analyzed their creation, and learned the principles of video game design. You've moved from apprentice mechanic to master craftsman.

Now, you have been hired to design the hottest new game on Gamestar Mechanic for teens 7-14. Your game will need to have a compelling story to keep your audience hooked and your sales high.

Can you
rise to the
challenge?

Design Specifications:

- You must submit a storyboard before beginning to create your game.
- Your game must have at least three levels to be considered for grading.
- Your game should include storytelling techniques to make the game compelling.
- You must play all levels of your game before publishing.
- You must play and review the games of three classmates (assigned to you in the final stages of the project).
- You must revise your game based on feedback from your classmates.

Required
storytelling
techniques
include: mood,
character,
setting,
conflict,
resolution,
point of view,
and pacing.

Design Process:

1. Storyboard your game and submit it for approval.
2. Design your game.
3. Play your game.
4. Once your game is functional, publish your game.
5. Play the games of 3 classmates while they are playing yours.
6. Give feedback to your classmates.
7. Revise game.
8. Submit game for a grade.

Assignments will
be completed in class
and at home, with
smaller deadlines to
be given in class and
added to your
planner.

Deadline: Monday, June 11, 2012

Evaluation: You will be graded based on the attached
rubric.

Video Game Design Challenge Rubric

	A (9-10 point)	B (8-9 point)	C (7-8 point)	D/F (below 7 point)
Storyline ____/ 10	Game plot contains a compelling and unique storyline with an exciting conflict and resolution.	Game plot contains a storyline with a clear conflict and resolution.	Game plot contains a storyline, but it may be incomplete or unclear in places.	Game plot contains an unclear storyline or does not contain a storyline.
Mechanics ____/ 10	Game mechanics are fun, but challenging, using sprites, goals and rules in a unique way for innovative game play.	Game mechanics are fun and adequately challenging and sprite, goal, and rule use is acceptable.	Game mechanics are confusing or weak in a few areas of sprite, goal or rule use. Overall, game is still fun and playable.	Game mechanics in sprite, goal, or rule use is confusing in many areas. Overall game playability is impacted.
Setting and Space <i>Tools: background and sprites</i> ____/ 10	Setting of the game are detailed and create a challenging game space that also sophisticatedly contributes to storytelling.	Setting of the game creates a playable game space that contributes to storytelling.	Setting of the game contributes to the story, but may be too crowded or too open at times for game play.	Setting of the game is confusing, crowded, or unconnected to the story, or game does not use sprites and background to create a setting.
Game Description <i>Tools: goals, rules, win/ lose messages</i> ____/ 10	Tells an intriguing story and uses the game description tools to contribute to both gameplay and storytelling.	Tells a story and uses the game description tools to contribute to either gameplay or storytelling.	Tells a story, but use of one or more game descriptions tools is unclear or does not contribute to gameplay or storytelling.	Unclear use of game description tools or failure to use game description tools.

	A (9-10 point)	B (8-9 point)	C (7-8 point)	D/F (below 7 point)
Pacing _____/ 10	Levels progress appropriately in challenge level and tell a story in a way that progresses naturally and evenly.	Levels progress in challenge level and tell a story in a logical order.	Levels may not progress evenly in challenge level and/ or story progresses in an unclear rather than logical way.	Story pacing is uneven or absent.
Mood _____/ 10	Subtle and sophisticated mood for the game is communicated using game tools including background, avatar, sprites, music, etc.	Mood for the game is communicated using more than one game tool.	Game communicates a mood using at least one game tool.	Game does not communicate a clear mood.
Characterization _____/ 10	Characters are developed and have clear personality and consistent roles communicated using game tools.	Characters are identified and have consistent roles communicated using game tools.	Characters are identified but may be unclear or inconsistent in places.	Avatars in games are not connected to the story or their connection to the story is unclear.
Point of view _____/ 10	Point of view is consistent and contributes to the telling of the story.	Point of view is consistent.	Point of view may be inconsistent (shifting between narration or game perspective)	No clear point of view is chosen.
Feedback _____/ 10	Provides constructive, specific and meaningful feedback about peer games	Provides constructive and sufficient feedback on peer games.	Provides feedback about peer games. Feedback may be unclear or minimal in places.	Provides consistently minimal feedback about peer games or does not provide feedback about peer games.
Revision (Iteration) _____/ 10	Takes into account peer feedback and revises game in meaningful ways based on feedback.	Makes adequate changes to game based on peer feedback.	Makes changes to game but changes may not fully address peer feedback.	Makes few or no changes to game after receiving feedback, despite peer concerns.
Total				/ 100 points